

"How remember
A Bur-ian"

Hoosier

Archives

Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. 3, Lebanon, Indiana 46032, telephone (317) 482-2824; Archives Director, PDC, and a member of "DipOrg," TDA, IFWIS and the PDRC. It is now primarily a Diplomacy gemine devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last archives listing in Hoosier Archives #53 for mines needed.) Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/\$2.00 or 7/\$1.00; back issues are available for 15¢ apiece (20% discount for all available). Ask for #55 to get a list of all articles through #58. This is Albatross Press publication #75.



INTO THE ARCHIVES NO. 31

Although Rod Walker has a reputation as an expert in strategy and tactics in the hobby, his ability as a press release writer is practically unexcelled. In the Grudge Game currently underway, in which Rod is playing Italy, his antics as Pope Joan III has given rise to all sorts of interesting counterplay between himself, Count Leo LaCupsake of Austria played by Leo Lakofka, and your editors. In this regard, he has prompted the creation of Queen Susanne and King Gauthier of Hoosieria and has made for a most interesting fictional exchange. Therefore, in the following article you can see that Rod speaks from experience.

METAPHOR? PUN? HELL, STOP THOSE CONJUNCTIONS! by Rod Walker

In his article in Hoosier Archives #97, it seems to me that Conrad von Metake has missed the point of press releases entirely, since he places far too much emphasis on the form of the release and not on its content, and thereby sidesteps the most charming feature of the press release, its content, whereby the reader is entertained and diverted by a variety of fascinating possibilities, such as the introduction of strange and eccentric characters, or the creation of a fantastic world which seems very much like our own but is in fact very different owing to any number of factors such as different rulers in power, different historical background, different values and mores, and so on, all of which creates a milieu which, if properly exploited, is intensely amusing and witty, but only if the writer is equal to his material; for if he is not, the result will be a pedestrian realization of what might otherwise have been a tour de force which might be strictly funny, or satirical, or even poignant if one chooses to mirror in his writings some of the sorrowful portions of our own existence, although I do not myself recommend this approach, as the result is too often more a sermon than a press release, which is unfortunate because readers seldom enjoy being preached to, unless they share the values of the one doing the preaching, in which case it is not necessary to preach in the first place, and besides, this is hardly the real purpose of the press release, as I have pointed out previously, and that purpose is to divert and amuse the reader in such a way that he will enjoy the game even if he is not actually playing one of the countries in it, or even if he is, because the mechanics of the game are not all that interesting once the diplomacy is taken care of, and it is possible to look forward far more to an interesting press release war than to the war which is actually taking place on the game board, but this is only possible if proper care is taken by the players (and other press release writers, if outside press—that is press releases written by other than actual players, a practice which followed with good results in many 'mines, assuming the Editor very carefully selects his material or is lucky enough to have a lot of good writers working on press releases for his 'mine—if outside press, I say, is allowed) if proper care, to repeat, is taken to insure that there is plenty of interjection, since it is more than usually desirable—it is essential, in fact, in my opinion—that the release from various players bear upon those written by others,

so that a semi-coherent--or even incoherent, which is often just as much fun if well done by competent writers--story line is developed through the interaction of press releases as players attempt to make their press release characters come out on top and to resolve various situations to their own advantage, although this should not be done too decisively, else other players will have no way out and tire of the press release game, even though finding a unique (and, of course, clever and humorous) solution to the apparent defeat of your side, or death of your main character, or some such situation, is a great and interesting challenge and will provoke other characters to new heights of fancy in trying to do you in, and you to greater exertions in order to frustrate their designs and to bring their own plans and characters to naught, a contest of wit and invention which is particularly sharp if the Gamesmaster himself is at least occasionally a participant in the press release columns of his own games, for it has been my experience that the Gamesmaster is by far the most interesting and sought-after target for the press release writers in his games if he shows any inclination toward writing himself, a talent I believe he ought to have, even though it is not completely essential to the performance of his function, since it will give his publication a flavor and character which is unique among its fellows and which of course will attract players and subscribers, just as good press releases in games already under way will do, for this will show others that the 'zine provokes interest and is published by someone who takes sufficient interest in his product to devote the time and attention necessary to insure an enjoyable literary content for each issue, which is a far harder job than merely adjudicating and printing games and perhaps a few press releases of an unimaginative sort, even though if a GM will give his players some encouragement they will usually respond with something, although perhaps it will be too concerned with form rather than content, such as the von Metake article we have been discussing, which goes to prove that YOU'RE NOT THE ONLY ONE WHO CAN WRITE THESE IDIOTIC ENDLESS SENTENCES, CONRAD, SO CUT IT OUT!

GAME OPENINGS

The following Diplomacy game-zine editors are believed to currently have game openings in their zines: (note: R denotes regular games and V denotes variants)

17. Eric Just, PO Box 131, Paoli, Okla. 73074 (R)
20. Leonard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, Ill. 60640 (R)
22. John McCallum, PO Box 52, Ralston, Alberta, Canada (R)
25. James Massar, 127 N. Emmons St., Danvers, N.Y. 12929 (R,V)
36. Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014 (R,V)
38. Lewis Puleipher, 321A Twin Towers, Albion, Mich. 49224 (R,V)
49. Brenton Ver Fleg, 520 Parker, #202, San Francisco, Calif. 94118 (R)
50. Conrad von Metake, Grondal Press, PO Box 8342, San Diego, Calif. 92102 (R)
51. Rodney C. Walker, 4719 Felton, San Diego, Calif. 92116 (R)
53. Greg Warden, 4900 Walnut St., Apt. 106, Philadelphia, Pa. 19139 (R)
55. Charles Welsh, Box 3197, Brown U., Providence, R.I. 02912 (R)
56. Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514 (R,V)
58. Ed Eirsen, 48-20 39th St., Long Island City, N.Y. 11104 (R)
59. Fred Davis, Jr., 5307 Carriage Court, Baltimore, Md. 21229 (V)
62. Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada (R)
63. Fred Winter, 2625 El Rancho Drive, Brookfield, Wis. 53005 (R,V)
64. Paul Wood, 24613 Harmon Court, St. Clair Shores, Mich. 48080 (R)
65. Joseph Antasiak, 3637 Arden Ave., Brookfield, Ill. 60513 (R)
67. John Beyer, 117 Garland Drive, Carlisle, Pa. 17013 (R)
68. Steve Cartier, % Dan Alderson, 6720 Day St., Tujunga, Cal. 91042 (R)
70. Karl Pettis, 2250 NW 20th Ct., Gainesville, Fla. 32601 (R)
- * Paul Stone, Box 485, Parksville, British Columbia, Canada (R)

* Note: New trader since the "Trading List Addendum No. 2" as published in Hoosier Archives #64 of 23 March 1972.

WANTED TO BUY OR BORROW
(or beg or steal?! C.--)

The following zines are still needed in at least xerox form for the archives. See Hoosier Archives #53 for other zines wanted in the original.

AKRILION all but 0.5,0.5A; ANGRAD 1-4; BARAD-DUR 1.5; BOLVEREN 1,3,6; BULLETIN 2; CALCUTTA CHRONICLE I, 1-2; CONSAIR 7,15; COSTAGUANA I, 4,11; THE DIPLOMAT 32-38; ECONOMIC DIPLOMACY; FLASH 1; FREDONIA 24-25; GLORY ROAD 13,21; LA GUERRE I, 7-10,21,23 & V, 8; IF I, 2; KNOWABLE 3; LUTHA I, 4-5; MARSOVIA 13, (19a), (22a), (24a); MISKATONIC U. 1.9,1.39; MOESHOESHOE 8-10; NORSTRILLIA NOTES 24-27,29; POLASKA I, 5,8; RETALIATION 3; REUTERS REPORTS with BROB 9,11; ROHAN I, 1-2; RURITANIA 2-4,6-10,12-14,21,27,29,31,33-35; SAMGRASS RETORT 2; SPALD, JR. 1,2; THE TOOREY TRIENNIAL TERRAPIN/TURTLE/TORTOISE 7-9; TRIRENE 2; T.S.#2 14; TUFFENCE-MA'PENNY 1; WAR BULLETIN 2; "USURPER" 1,46-47; WILD 'N WOOLY 4; WITDIP 1-8; WITDIP SPECIAL 1; WORLDIP 1, 3-15,18-19,21.

GRI PRESENTS

The following potential players have written in response to the new GRI flyer and asked that their names be passed on to Gamemasters with game openings.

Bill Parsons, 510 S. Park St., Streator, Ill. 61364
Mike Moran, 588 Yocum Hall, Fayetteville, Ark. 72701
John McCervilla, 1875 Hesser Ave., Vancouver 9, British Columbia, Canada
Ernie Melchior, 209 S. Elmwood Ave., Oak Park, Ill. 60302

ARCHIVES RFD

This is a first for us. Although we have never reprinted a letter before in Hoosier Archives, the following was so funny we couldn't resist! The writer, Don Turnbull, is the editor of Albion, the finest wargaming magazine in Europe. Too bad it is still not all Diplomacy!

THIS IS WAR!

NASSY OL' BUCHANAN PRETENDS ENGLAND PIGMENT OF AMERICAN IMAGINATION!
SHAME.....UNFAIR.....B**** COLONIALS.....DISGRACEFUL

Sir, you have committed an unforgivable and cardinal sin. You list in your scurrilous Hoosier Archives all the "active postal Diplomacy players" and completely ignore, omit and then your nose up at all the Albion players. Sir, I strike you across the face with my glove. ...now where the hell are the gloves...ah - STRIKE STRIKE; I stamp my foot and throw the gloves on the ground. We will settle this in the only honorable way.

REPORT, ALBION 72/X, Spring 1972: British Isles, Proud Kingdom of Her Majesty (Turnbull); F(St. Lawrence)-Texas; A(East Grinstead)-New York; F(Atlantic) C A(East Grinstead)-New York; A(Iceland)-Canada; A(Bahamas)-San Diego; F(Pacific)-Koenigsburg; A(Ismail)-Lebanon; A(Wapping)-Washington; F(Air Force) C A(Wapping)-Washington; A(Ireland) stands.

Despicable protectorate calling itself United (Buchanan); F(Hawaii) stands.

Builds: England, Scotland, Wales and Ireland control: W.O.R.L.D. Build 14 for 168.
U.S.A. controls: Removes 1 for 0.

From the British Press: Yah!

Your profuse apologies are now due. Make sure the letter is on its knees. Signed, X.
P.S. Final insults: You are like: *John Bushara, *Daddy Trelick, *Rod Walker, *Charles Reinseel, *Chairman Mao, *Hitler (*delete as appropriate).

NOTE: I would like to give all subscribers fair warning that publication of Hoosier Archives will be slightly erratic for the next month due to my upcoming law finals. Ugh! However, the Grudge Game will be continued on schedule with special "half-issues" available to collectors only. The game record will be republished in the first issue after finals.

The Summer Event of '72

The International Game Show



July 22 & 23

at Chicago's Sherman House



We've put it all together!

Gaming Tournaments

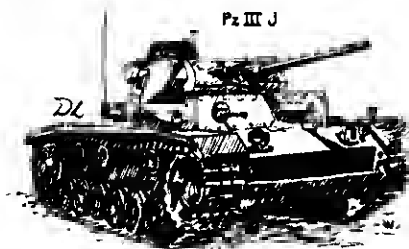
Model Displays

Games, New & Ancient

Diplo-Con V

a Wargaming Potpourri

all topped by a presentation dinner and a 25¢ cigar



Here, in the heart of Chicago's Loop, you'll find all you'll want. From playing games with friends, to tense competition, to seeing what's new for sale and show; with seminars for the novice, the pro, the game designer, and the gaming buff; it will all be at the giant Fair we are convening for you in the Annual International Game Show!

SEE a vast cross section of gaming products; boardgames, miniatures, hobby and craft items, books and magazines, and countless other items, that will be available, many for sale, on the IGS trading floor.

HEAR notables like Diplomacy's inventor Allan Calhamer, Institute for Diplomatic Studies Director Larry Peery and fandom chief Rod Walker talk about game design, the growth of the political simulation game, and quip about gaming experiences at the seminars and at the presentation dinner.

LEARN the strategy and tactics of games, new and old, at the seminars and teach-ins. Learn now the experts play the game, and where they go wrong.

TASTE the joy of victory in Miniatures (Naval, Medieval, Napoleonic and Modern), the 49 player Diplomacy tournament and the Origins of World War II tournament. And don't forget the award banquet on Sunday evening!

BEHOLD rare and precious games and miniatures from Chicago's famous museums.

WIN prizes, trophies, fame and notoriety in the gaming tournaments!

All of these great events are for you at the premiere show of Chicago's gaming festival!

Nameaddress

Citystate.....zip.....# in party....

Fees: Two day His & Hers package with banquet for both parties \$16.50 for both, no discounts\$.....

Spectator \$2/ day (no discounts) Player; 1 Day \$ 3.50, 2 days \$6 Banquet \$4 Total\$.....

Discounts; preregistration before June 1, 1972 \$1.50 off for two days, \$0.50 for 1 day

Membership in the INTERNATIONAL FEDERATION OF WARGAMING 2 days -\$1, 1 day-25¢

12-18 years of age 2 days -\$1.00, 1 day -25¢ -Total discounts \$.....

Make all checks payable to the INTERNATIONAL GAME SHOW ----- Amount enclosed \$.....

Room Accomodations # of doubles desired @ \$18/day # of singles desired @ \$14/day

Make Room reservation checks payable to the Sherman House, please.

Registrations: 49 player Diplomacy Tourney Saturday & Sunday 10 AM-5PM
 _____Origins of World War II tourney Saturday 10AM, & 2 PM Sunday 10 AM
 _____Political Simulations Seminar 6PM Saturday
 _____Novice Diplomacy players teach-in 4PM Saturday
 _____New Diplomacy Organization Meeting 8:30 PM Saturday
 _____Naval Miniatures Tournament, 10AM & 2 PM Saturday, & 10AM Sunday.

Mail today to the **International Game Show 205 W. Wacker Chicago, 60606**

GENCON V



August 19 & 20

Once again, for the fifth consecutive year, the INTERNATIONAL FEDERATION OF WARGAMING presents its Lake Geneva Convention. This year a new location, new accommodations, a more recreation facility will await the gamer. The convention site will be on the main campus of George Williams College in Williams Bay Wisconsin. Williams Bay is 4 miles west of Lake Geneva and the college campus another mile outside of town, adjacent to the world famous Yerkes Observatory.

Our convention will be located at the Cratty Building and the Meyer Lodge. The beautiful campus is situated on Lake Geneva and boasts facilities for Swimming, Sailing, Tennis, Boating, Archery, an 18 hole Golf Course and more! So if you bring your wife or girlfriend, or if you want to take a break yourself, there is plenty to see and do! Meyer hall provides both dormitory facilities for 70 and two additional rooms which will remain open all night for persons staying in the lodge!

Again we shall feature the ARMORED FIGHTING VEHICLE in the form of the Armored Team game! Last year's champs will be back to defend their title against seven other teams. TRACKTICKS will be the basic rule set used in judging the event. Team fee, for 3 to 5 members, will be \$3/team. Reserve your place now, last year they went very rapidly! Gift Certificates and prizes will be awarded to the winners of each of the 3 single elimination rounds.

For the AH buff we will have two tournaments. The OLD MASTERS tournament, using STALINGRAD, D-DAY and BATTLE OF THE BULGE, and a tournament in AH LUFTWAFFE (modified basic game). Gift Certificates and trophies shall be awarded.

Of course there will be many other types of miniatures and boardgames available too! A judging of best models/dioramas will also be held.

This year Accommodations and meals will be available right at the convention site, no traveling to a motel 1-5 miles away. But you must reserve your room NOW. Only 70 locations are available in Meyer Hall. Double rooms are also available for married couples, but these will go even faster! Included with accommodations are FREE meals with each full day. All meals in excess of 3 will be charged at a low rate.

Rates: accommodations; $\frac{1}{2}$ of a day equals one meal or one night's lodging
You must take at least one full day to stay over night, that includes three meals, of course. Additional quarters MUST be in consecutive sequence, e.g.: Friday supper, Friday lodging, Three meals Saturday, Saturday lodging and Sunday breakfast would be 1 $\frac{3}{4}$ days.

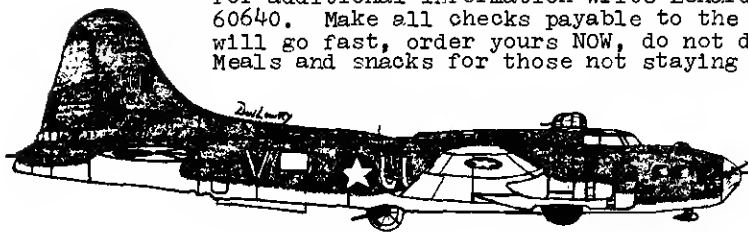
non-IFW members \$16.00 for one full day and \$3.75 for each additional quarter

IFW members \$14.00 for one full day and \$3.50 for each additional quarter

Entry to the convention: IFW members FREE

non-IFW members \$2.00/day, \$3.00 for both days

For additional information write Lenard Lakofka, 4970 N. Marine Drive, Apt 525, Chicago Ill. 60640. Make all checks payable to the INTERNATIONAL FEDERATION OF WARGAMING. Remember, room will go fast, order yours NOW, do not delay! Doubles rooms \$18 plus \$4.25 $\frac{1}{4}$. Meals and snacks for those not staying at Meyer lodge will also be available during both days.



Boeing B-17F

West Coast convention

The IFW West Coast Convention will be held on May 27, 28 and 29 at the Grange Hall in Rough & Ready, California. Rough and Ready is located on Highway 20, four miles west of Grass Valley about 60 miles north of Sacramento. The town that refuses to "ghost" has a population of 500 and is at 2,000 feet altitude in the Sierra foothills. In 1850 the town seceded from the Union and established a Republic under Col. E. F. Brundage. By the way, Rough & Ready was never officially readmitted to the Union!

Activities at the convention will consist of Medieval, Napoleonic, Civil War, and WWII (1:87) miniatures. Naval games shall include a medieval HO naval battle, Civil War ironclads and Jutland! An Avalon Hill tournament will be conducted, supplemented by Chess, Feudal and S&T games. In addition, some rather unique events are scheduled. A 1:32 scale WWII miniatures battle, a medieval sword fighting demonstration, a Karate demonstration by the Marysville Karate Club, and a HO Medieval Tournament using the Chainmail jousting rules.

Displays will include scratch built or converted figures and equipment from all eras of warfare, and an HO scale castle. Films will include animated super 8 color films photographed from 1:32 scale battles, and 16mm documentaries. All this plus prizes and trophies for many events.

Bob Kelso, the convention officer, informs us that there are to be no entrance fees, AND refreshments and lodging in private homes are to be provided for the first 30 guests to arrive. Bob added, "please bring your own sleeping bags, tape measures and dice."

For a schedule of events and additional lodging information contact Bob Kelso, Box 54, Rough & Ready, California 95975. Phone 916-273-2790.

EAST COAST I

The first annual East Coast Convention, in cooperation with the Special Service Forces, will be held on July 28 (Friday) and July 29 (Saturday) at the St. James Parish House, 160 Main St., Winsted Connecticut. Winsted is about 12 miles North West West of Hartford on U.S. 45 just west of the junction with U.S. Tollway 6.

FEATURED will be a series of games judged by a computer terminal with video tape readouts! These games will likely be NEBULA 19 and/or Fletcher Pratt Naval games.

Entry fees shall be \$1.50/day at the door, and \$1.00/day if you preregister before July 1, 1972.

For further information contact either Lee Atwood, 40 Coe St. Winsted Conn., or Phil Ellenbogen, 69 Riverside Ave., Torrington, Conn. 06790